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Title: Ether

Author:  
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Not to be confused with the Ethereal Void, the Ether is the source of magic that permeates anything and everything on every world. The Ether has no source, rather it is its own source, being infinite in nature. It can best be described as an unending sea of ghostlike waves, that eddy and shift in a way that is totally unpredictable.

Those who are attuned to the Ether, commonly called mages, can draw these swirling etherwaves into the Material World and shape them into spells.

Some misguided individuals have been lead to believe that the Ether exists in concentric circles, numbering only eight. This, however, is untrue, as the potential power of magic is as limitless as the Ether itself, but the Human mind's need for organization has structured our known spells in such a way they may appear so at first glance.

Certain things can disrupt, or otherwise effect the flow of Ether.

One of these is blackrock, which has the unique characteristic of extending into the Ether, slowing, and even blocking the flow of Ether around it. Another implementation of blackrock, combined with powerful magics, can

create a "Zigzag" or  
"Jagged" Ether wave,  
instead of the normal  
rounded kind, perverting  
the Ether around it.  
These "Jagged" waves,  
while they can still be  
used by mages, unless  
protected against can  
cause serious harm to  
the mind. One such  
implementation was the  
Tetrahedron Generator,  
created by the Guardian  
in his first attempt to  
conquer Britannia.